AMENDMENTS TO THE CLAIMS

Please **CANCEL** claim 6 without prejudice or disclaimer.

Please **AMEND** claims 1, 2, 7, 9, 11, 15, 16, 19, and 21-23 as shown below.

This claim list replaces all prior claim lists in the application.

1. (Currently amended) A method for processing data in a community established on a website, the method comprising:

[[a)]]receiving a signal from a community visitor who accesses the community and selects a link provided on a [[first]] webpage of the community, wherein the link connects the community visitor to a link program linked from the website that provides the community visitor with a community interface, the link program being a game program stored in a contents server of the website to which the community belongs or a game program stored in other websites, and the community interface being provided in a first section of the [[first]] webpage;

[[b)]]confirming whether the community visitor executes or terminates the link program and, in response to selection of the link provided in a second section of the [[first]] webpage, providing the game program on a ~~second webpage~~ web browser page of the community ~~on top of the first webpage~~, [[and]] the game program being loaded on the web browser page without a separate installation process and executed on the web browser page;

~~updating~~ obtaining results of the provided game program and updating the results ~~in a third section of the first webpage~~;

[[c)]]receiving visitor-related data related to execution of the link program when the link program is terminated; and

[[d)]]processing and utilizing the visitor-related data in the community so as to present at least part of the processed visitor-related data on the community interface.

2. (Currently amended) The method of claim 1, further comprising:

[[e)]]storing the processed visitor-related data in the community.

3. (Previously Presented) The method of claim 1, wherein the community is at least one of a cafe, homepage, blog, mini-room, or mini-homepage, which are established in websites on the Internet.

4. - 6. (Canceled)

7. (Currently Amended) The method of claim [[6]]1, wherein the visitor-related data comprise game or community use data.

8. (Previously Presented) The method of claim 1, wherein the visitor-related data comprise at least one selected from a group consisting of item, level, score, and rank data obtained when the link program is executed and used.

9. (Currently amended) The method of claim 1, wherein the stored visitor-related data are updated on the [[first]] webpage of the community whenever the community visitor executes and uses the link program.

10. (Previously Presented) The method of claim 1, wherein the community visitor acquires events for the execution of the link program.

11. (Currently amended) A method for processing data in a community established on a website, comprising:

[[a)]]by a community visitor, accessing the community and selecting a link program linked from a [[first]] webpage of the website that provides the community visitor with a community interface, the link program being a game program stored in a contents server of the website to which the community belongs or a game program stored in other websites, wherein the game program is loaded on a web browser page without a separate installation process and executed on the web browser page provided on a second webpage of the community on top of the first webpage in response to selection of the link program linked from a first section of the [[first]] webpage, and the community interface is provided in a second section of the [[first]] webpage;

[[b)]]receiving visitor-related data related to execution of the link program;

[[c)]]processing and using the visitor-related data in the community so as to present at least part of the processed visitor-related data on the community interface; and

[[d)]]storing the processed visitor-related data in the community and obtaining updating results of the provided game program to update the results in a third section of on the [[first]] webpage.

12. (Previously Presented) The method of claim 11, wherein the community is at least one of a cafe, homepage, blog, mini-room, or mini-homepage, which are established in websites on the Internet.

13. (Canceled)

14. (Previously Presented) The method of claim 11, wherein the contents server causes the execution of the link program on the web browser of the community.

15. (Currently amended) The method of claim 11, wherein the link program is a flash game that is played on the ~~second webpage~~ web browser page of the community.

16. (Currently amended) A system for processing data in a community established on a website, comprising:

a connector to determine whether a community visitor is permitted to access the community;

a controller to allow the community visitor to access the community to select a link to a link program, linked from a [[first]] webpage of the website that provides the community visitor with a community interface being provided in a first section of the [[first]] webpage, the link program being a game program stored in a contents server of the website to which the community belongs or a game program stored in other websites, wherein the game program is loaded on a web browser page of the community without a separate installation process and executed on the web browser page ~~provided on a second webpage of the community on top of the first webpage~~ in response to selection of the link in a second section of the [[first]] webpage, the controller to receive visitor-related data from a component providing the link program and to ~~update~~ obtain results of the provided game program and update the results ~~in a third section of the first webpage~~;

a data processor to process the visitor-related data such that the visitor-related data are used in the community so as to present at least part of the processed visitor-related data on the community interface; and

a data storage to store the processed visitor-related data.

17. (Original) The system of claim 16, wherein the controller keeps a resource occupation ratio of a system operated by the community at an appropriate level such that the resource occupation ratio does not exceed a prescribed rate.

18. (Canceled)

19. (Currently amended) The system of claim 16, wherein the contents server causes the execution of the link program on the web browser page of the community.

20. (Previously Presented) The system of claim 16, wherein the community is at least one of a cafe, homepage, blog, mini-room, or mini-homepage, which are established in websites on the Internet.

21. (Currently amended) A method for processing game-linked data in a community established on a website, comprising:

[[a)]]by a community visitor, accessing the community and selecting a game program, of which a link is provided in a first section of a [[first]] webpage of the community;

[[b)]]confirming whether the community visitor executes or terminates the game program, wherein the game program is loaded on a web browser page of the community without a separate installation process and executed on the web browser page provided on a second webpage of the community on top of the first webpage in response to selection of the link on the [[first]] webpage;

[[c)]]receiving game data of the community visitor obtained in connection with the execution of the game program when the game program is terminated;

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[[d)]]processing the game data of the community visitor as ranking data in the community so as to display at least part of the ranking data ~~in a second section of~~ on the [[first]] webpage ~~along with a community interface provided in a third section of the first webpage by the community~~; and

[[e)]]storing the processed ranking data in the community.

22. (Currently amended) A method for processing game-linked data in a community established on a website, comprising:

[[a)]]by a community visitor, accessing the community and selecting a game program, of which a link is provided in a first section of a [[first]] webpage of the community;

[[b)]]confirming whether the community visitor executes or terminates the game program, wherein the game program is <u>loaded on a web browser page of the community without a separate installation process and executed on the web browser page</u> ~~provided on a second webpage of the community on top of the first webpage~~ in response to selection of the link on the [[first]] webpage;

[[c)]]receiving game data of the community visitor obtained in connection with the execution of the game program when the game program is terminated;

[[d)]]processing the game data of the community visitor as ranking data in the community so as to display at least part of the ranking data in a second section of the [[first]] webpage ~~along with a community interface provided in a third section of the first webpage by the community~~;

[[e)]]storing the processed ranking data in the community; and

[[f)]]updating the ranking data by repeating the <u>confirming, receiving, and processing</u> ~~steps b) to d) whenever the community visitor executes and uses~~ in response to the game program<u> being executed</u>.

23. (Currently amended) The method of claim 11, wherein the link program is a game program that is played on the ~~second webpage~~ web browser page without being locally installed on the community visitor's terminal.

24. (Previously Presented) The method of claim 23, wherein the visitor-related data comprise game or community use data.